



INTERNATIONAL APPLICATION PUBLISHED UNDER THE PATENT COOPERATION TREATY (PCT)

(51) International Patent Classification⁶:A63F 9/22, 5/04, G06F 19/161, G07F
17/34

A1

(11) International Publication Number:

WO 00/32286

(43) International Publication Date:

8 June 2000 (08.06.00)

(21) International Application Number: PCT/AU99/01059

(22) International Filing Date: 26 November 1999 (26.11.99)

(30) Priority Data:

PP 7341

26 November 1998 (26.11.98) AU

(81) Designated States: AU, JP, NZ, US, ZA.

Published

With international search report.

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(4) Title: PLAYER INFORMATION DELIVERY

(7) Abstract

A console is described, having display means, and game control means arranged to control images displayed on the display means, the game control means being arranged to play a game in which one or more symbols are randomly selected as a combination of symbols and displayed on the display means. If a winning combination results, the machine awards a prize. In some circumstances, the console will display an animated character to communicate information to the player. The character is independent of and appears asynchronously with respect to the game being played and is arranged to appear super imposed over any game screen currently displayed at the time the character is displayed.

